

M I R A I

1.Game Start

*Start in game

If you put ROM, it's autostart.

*About "Continue" and "password"

If you push "RETURN" key, when "MIRAI'S story is taken, you can select "Continue" or "password".

Advice !

"Continue" is game start from "Password".

2.Explanation of picture

*Energy It shows your life. Red is worthy of (MAX) the present time.
It's worth can be recovered by ITEM and take a rest station.

*Fuel It shows the rest of fuel.
It is not able to fly that there isn't Fuel.

*Exp (Experience)

It shows experience.
If you amount to some degree, Your Energy (MAX) is up.

*Shoot p (Shoot down Point)

It count knock down the enemies.
If you go Exchange, you can change money it.

*Cash It shows you have all money.

*WINDOW 1

On the ground, it indicate LEVEL, and if you amount to some degree, it indicate a sign open warzone.
Under the ground it indicate the enemy name and HIT POINT.

*WINDOW 2

It indicate a battle situation, and questions and answers in shop.

3.How to move

1.Movement

*The air

"SPACE" or "button A" : You can use "weapon".

*under the ground

"SPACE" or "button A" :Attack by Panchi and kick.

2.*Explain how to use another key

"SPACE"key or "buttonA":Into warzone.

"RETURN"key or "SHIFT" or "buttonB" :Hand in menuwindow.

"ESC"key :Stop doing the game.

Doing the game again:"RETURN"key or "SHIFT"
key or "buttonB".

"M"key:It change timesrate the Energy.

4.Explanation of menuwindow

It move "SPACE" or "button A" decide it.

"RETURN" key or "button B" return before window.

Menuwindow and Shop decide "SPACE" or "button A".

"RETURN" or "SHIFT" or "button B" is use to cancel.

1.EXIT

Start game again.

2.START

It indicate MAX Energy, POWER, Weapon.

"RETURN" key return to menu.

3.Equip

1)Burner: Fix a Burner to move the air.

2)Weapon: Choose weapon to attack the air.

3)A.Suit: Put on effective suit to battle under the ground.

4)Item: Choose item to use under the ground.

4. Attack

If indicate how to attack by suit.

5. Station

You can be gone through the warpzone in the planet.

There are stop in the station. But there are not all stops.

1. Fuel This place is supply Burner.

2. Energy This place is rest room to recovery Energy.

3. Burner Burner's shop. But there are things of all kinds.
And it is different the efficiency.

4. Weapon

*Beam: Natural Beam

*Needle: High Speed Beam

*Wave : Wave Beam

*Triple: Fire in the direction of triple Beam

*Wide: Wide Beam

*Bomb: Natural Bomb

*Lancher: Big Bomb

It's more powerful than natural Bomb.

5. Armor Suit

*NORMAL: General a space suit

It is poor defence and attack.

*SUIT A: No helmet, but it is easy to move and give big damage.

*SUIT B: The most fit in a battle. Especially destruction panchi.

*SUIT C: Power up Jump and be able to fly anywhere.

*SUIT D: It is big defence and attack. Because it is grave
equipment. But there are some faulty.

*SUIT E: Ideal suit. But it is expensive.

6. Item

Item is available only under the ground.

It use to one at a time.

Choose ITEM use to komando the "ITEM" into "Equip" the message
window.

"U" JUMP: Temporary Jump up

POWER: Temporary Power up

"P" BARRIR: Defend damage an attack

HOUR: Stop the move the enemy

"M" ENERGY: Recover the ENERGY until MAX

TELEP: Warp on the ground in a moment from under the
ground.

7. Exchange

This is the space where shoot down point (shoot P) change cash.

8. Data Bank

It is record space in the game date.

They need to some degree money.

If you pay money, you start game this space.

We hope you enjoy playing.

GOOD LUCK !!

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